

Officiating Ohio High School Wrestling

Contributions by :

Ohio High School Athletic Association

Ohio Wrestling Officials Association

National Association of Sports Officials

*National Federation of State
High School Associations*

Unit 8





Objectives—Unit 8

Understanding the penalty framework

Definition of a match

Penalizing the wrestler...

- During the match
- Before/after the match

Penalizing the coach...

- During the match
- Before/after the match





VIOLATIONS

Objectives—Unit 8

Penalizing false start/illegal starting position

Defining technical violations

Defining unnecessary roughness

Defining potentially dangerous

Potentially dangerous holds





VIOLATIONS

Objectives—Unit 8

Assessing illegal holds

Defining unsportsmanlike conduct

Defining coaching misconduct

Defining flagrant misconduct

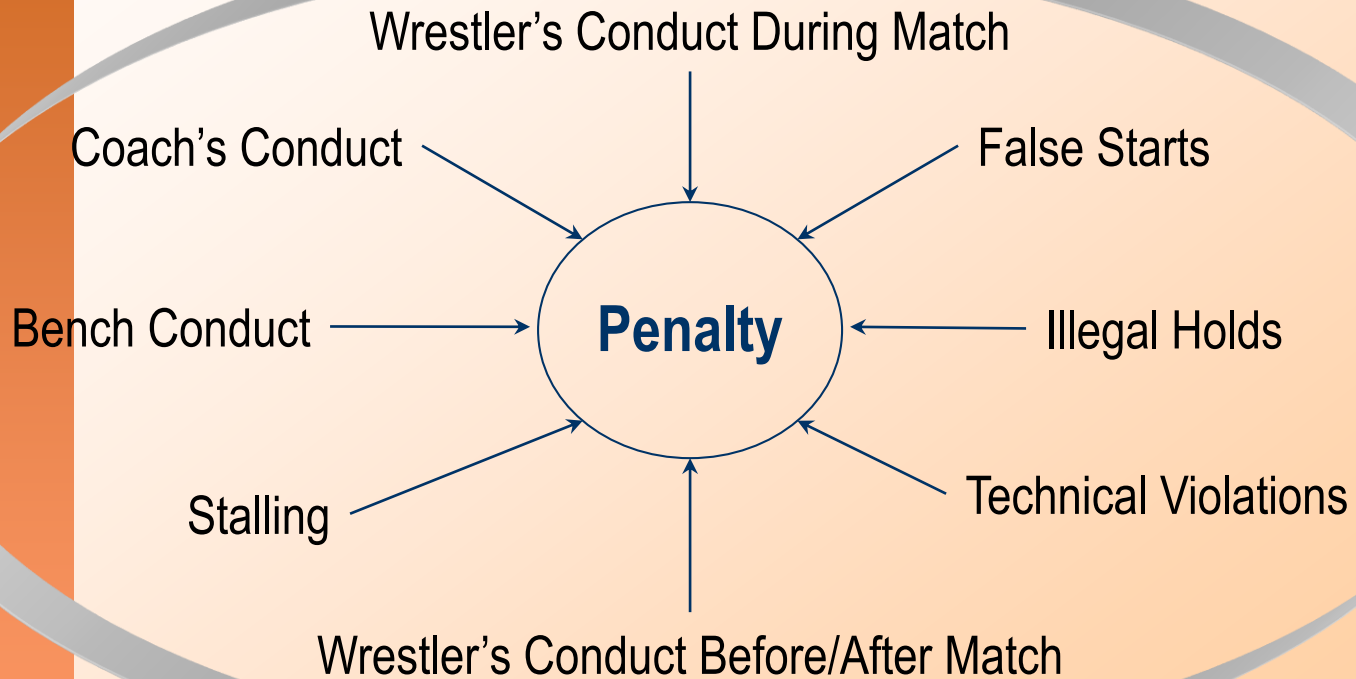
When to stop a match to penalize





PENALTY

Framework





RULE 5-17-2

A Match Constitutes

...when the proper wrestler reports to the scorer's table in dual matches/tournaments until the conclusion of wrestling.

The conclusion of wrestling occurs when:

- Time expires at the end of the 3rd period
- The overtime ends
- A fall or technical fall occurs
- A disqualification or default occurs





PENALIZING...

During The Match

Coaches/Bench

- Misconduct
- Unsportsmanlike Conduct
- Flagrant Misconduct

Contestants

- Illegal holds
- Technical violations
- Unnecessary roughness
- Unsportsmanlike Conduct
- Flagrant misconduct
- False starts
- Stalling





PENALIZING...

Before/After The Match

Coaches/Bench

- Unsportsmanlike conduct
- Flagrant misconduct

Contestants

- Unsportsmanlike Conduct
- Flagrant misconduct





PENALTY CHART PROGRESSION

Match Penalties

Infractions:

Illegal holds

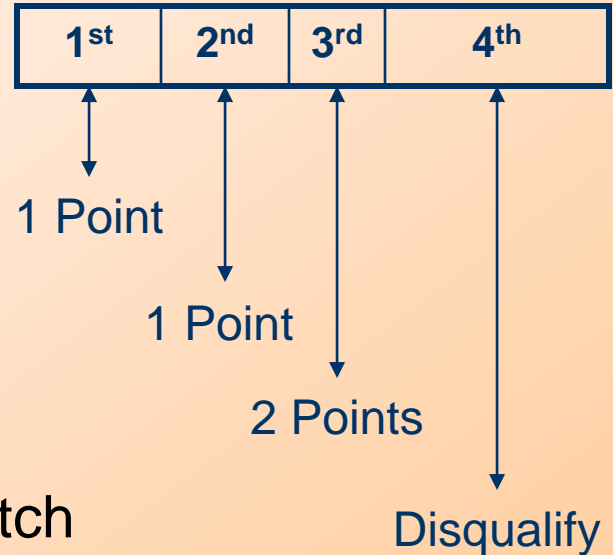
Technical violations

Unnecessary roughness

Unsportsmanlike conduct-match

Not properly equipped

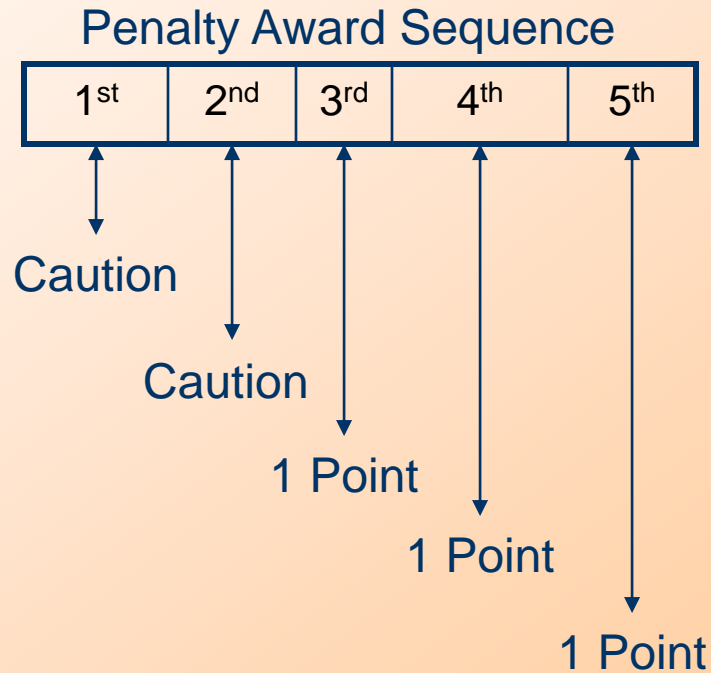
Penalty Award Sequence





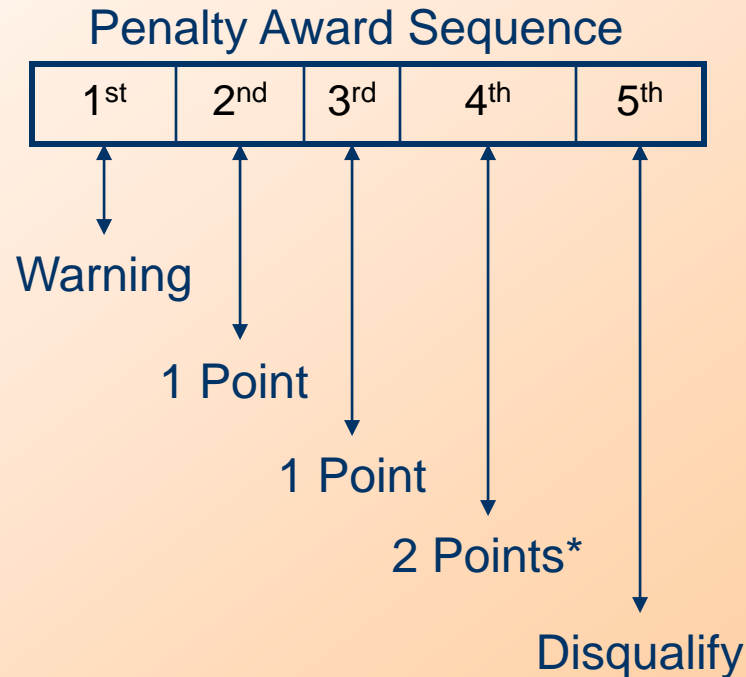
NO PENALTY CHART PROGRESSION

False Starts





Stalling



*Note: On the 4th penalty (2-points) the match will be stopped, and the opponent will get choice of position on the restart.





WRESTLER: RULE 5-30-2 & Rule 7-4



Unsportsmanlike Conduct

Before/During/After Match

Baiting

Swearing

Throwing equipment

Indicating displeasure w/ call

Dropping shoulder straps on mat

Failing to follow official's direction

Clearing nose/spitting w/o proper receptacle





WRESTLER: RULE 5-30-2 & 7-4-2



Unsportsmanlike Conduct

Before/During/After Match

Taunting

Pushing / Shoving

Misuse of injury time

Failure to follow end of match procedure

Repeatedly dropping to a knee to break hold

A forceful slap to the face or head during the match

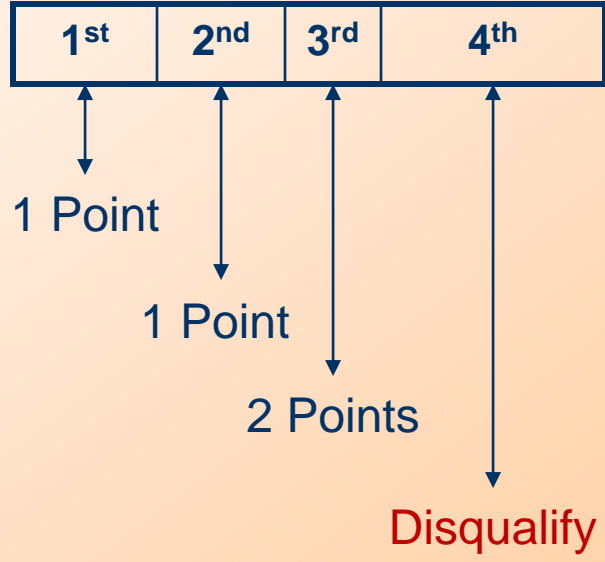




Unsportsmanlike Conduct

During Match

Penalty Award Sequence





Unsportsmanlike Conduct

Interfere with orderly progress of match before, during and after the match...

Taunting

Acts of disrespect

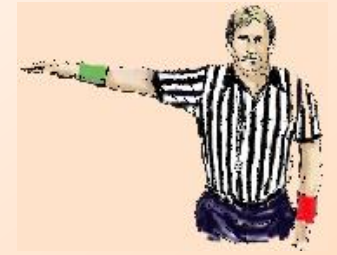
Bench decorum (Rule 7-5-2)

Actions inciting negative reaction by others





HEAD COACH

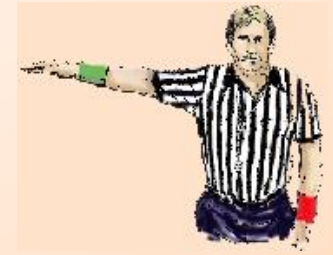


Unsportsmanlike Conduct

The head coach is not penalized when wrestlers report to the scorer's table not in proper uniform, not properly groomed, not properly equipped or not ready to wrestle.

The penalty is only on the wrestler

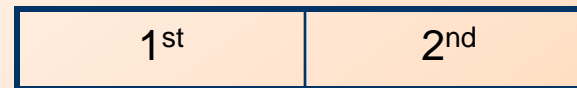




Unsportsmanlike Conduct

Before/After Match
Coach, Team Personnel....

Penalty Sequence



Deduct 1
team point

Deduct **2** team points.

Remove from premises for
remainder of event





Coach Misconduct

If a conference is requested regarding a judgment call or a misapplication of a rule...

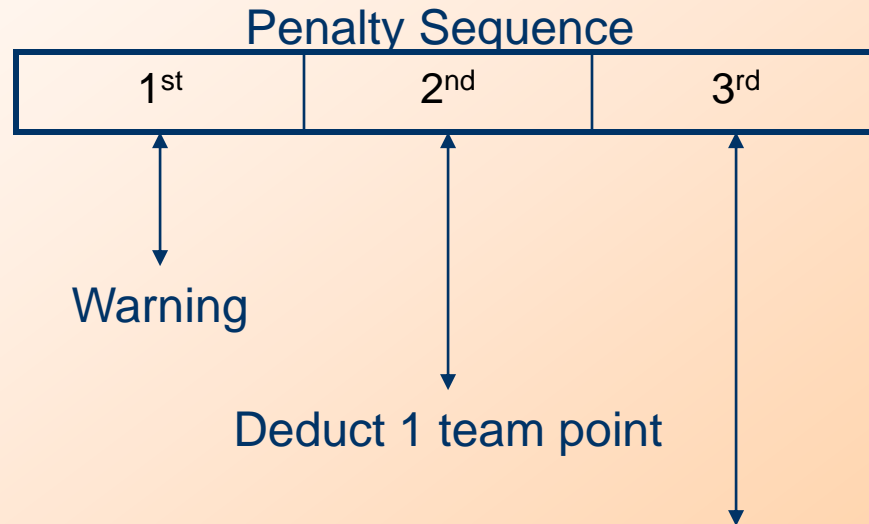
- Questioning judgement is an automatic misconduct penalty.
- If the misapplication of a rule assertion is incorrect, the coach shall be penalized.
- If the misapplication of the rule assertion is correct, the proper corrections will be made (according to the rules) and the coach will not be penalized.

Note: **misconduct penalties on the coaching staff is assessed on the head coach.**





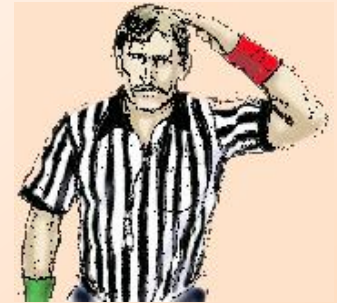
Coaching Misconduct





WRESTLER: RULE 7-4-3 & 5-13-2

Flagrant Misconduct



Before/During/After Match

Physical/nonphysical acts serious enough to disqualify...

Striking

Kicking

Butting

Biting

Elbowing

Use of tobacco





COACH/TEAM PERSONNEL: RULE 7-5-5

Flagrant Misconduct



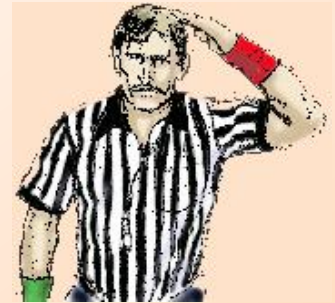
Before/During/After Match...

**Acts serious enough to remove
from premises**





Flagrant Misconduct



Penalty Sequence

1st

Deduct 3
team points

Coach
Remove from premises
for remainder of event.

Wrestler

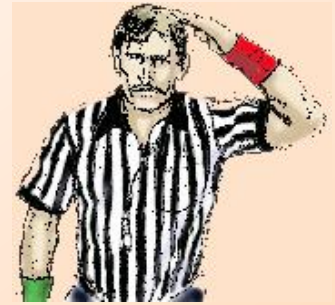
Deduct all points earned.
Remove from premises
for remainder of event.
If no adult supervision,
confine to bench.





EJECTION PROCEDURE

Flagrant Misconduct



File report with OHSAA & school(s)

Phone Principal or Athletic Director on 1st school day following match: 48 hrs. to complete verbal contact when school resumes

File game report via MyOHSAA portal

Recommendation: Copy bout sheet to provide details, names, situation, etc.





RULE 7-4-1 & 5-29-1

Unnecessary Roughness



Exceeding normal aggressiveness...

Forceful trip.

Forceful application of a crossface.

Bottom wrestler intentionally snaps head back.

Forearm/elbow used in a punishing way.

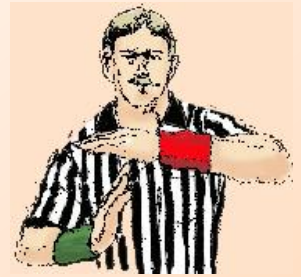
Pulling the opponent's hair.

Note: Hair caught in a legal maneuver (e.g., half-nelson, cradle, headlock, etc.) is not unsportsmanlike conduct.





Technical Violations



- Going out of the wrestling area to avoid an imminent scoring situation – “Fleeing”.
 - No penalty if near-fall and takedown points have been earned.
- Grasping of clothing, mat, or ear guards.
- Interlocking or overlapping of hands, fingers, or arms around the body or both legs by the offensive wrestler.
 - No penalty if defensive wrestler’s weight is supported entirely by the feet.
 - No penalty if defensive wrestler is in near fall criteria.
 - Cannot use interlocking hands, fingers or arms to place opponent in near fall criteria.





RULE 7-3-1

Technical Violations



- Leaving the wrestling area without permission.
- Reporting to the scorers table not properly equipped.

Note: If the defensive wrestler is in the process of executing a scoring maneuver (e.g., escape, reversal, etc.) and grasping of clothing, interlocking hands, arms, etc. occurs, let the action continue until it is evident that the scoring maneuver is unsuccessful. At that point stop the match and award the appropriate number of technical violation points. If the scoring maneuver is successful, the technical violation point(s) are awarded in addition to the points earned for the successfully completed scoring maneuver – match is not stopped to award points.





TECHNICAL VIOLATION

Fleeing



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TECHNICAL VIOLATION

Fleeing

When the referee feels that either wrestler has failed to make every effort to stay inbounds during an imminent scoring situation, the offending wrestler shall be penalized for fleeing the mat.

If the offensive wrestler has scored a takedown or near-fall points, there can be no technical violation for fleeing the mat.





Potentially Dangerous Holds

Body part forced to limit of range of movement

Caution wrestler against making it illegal

Stop holds which...

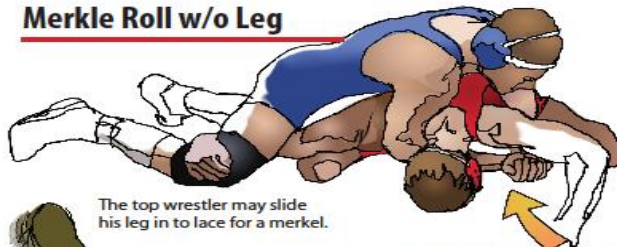
- *Are used for punishment alone*
- *Endanger opponent*





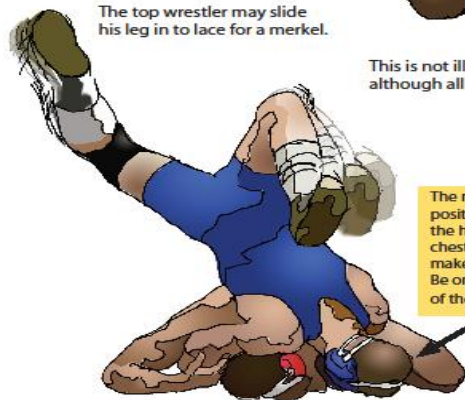
Potentially Dangerous / Throat

Merkle Roll w/o Leg



The top wrestler may slide his leg in to lace for a merkel.

This is not illegal or illegal by application, although all headlocks are potentially dangerous.



The referee must be positioned to see the hands locked in the chest or throat area to make the correct call. Be on the bottom side of the situation.

If the top wrestler starts this roll through, watch pressure across the throat. It will certainly become potentially dangerous and/or illegal.



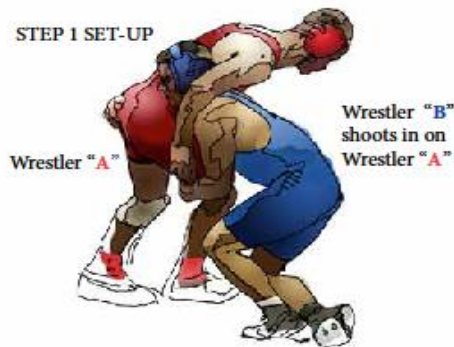


HEAD TRAP/KNEE BLOCK

Potentially Dangerous

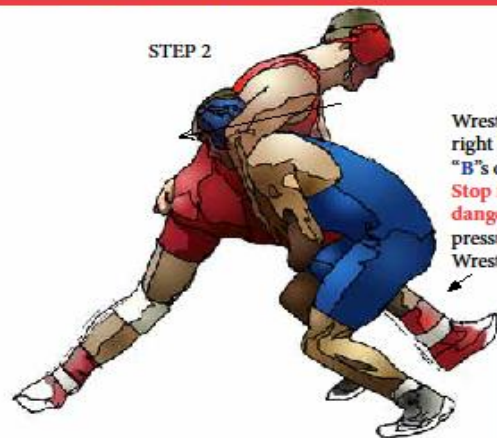
Head Trap/Knee-Block—Potentially Dangerous

STEP 1 SET-UP



Wrestler "B" shoots in on Wrestler "A"

STEP 2

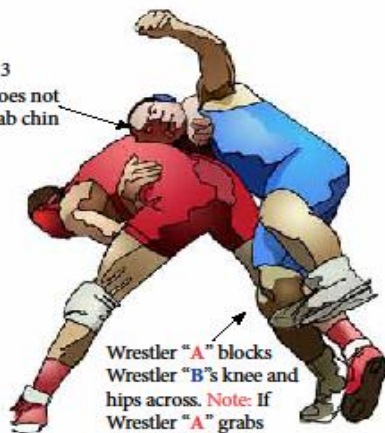


Wrestler "A" steps with right leg outside Wrestler "B"’s outside leg **Stop for potentially dangerous** as this puts pressure across Wrestler "B"’s knee.

Make effort to stop at this point to avoid injury to wrestler. If move is used again after stopping for potentially dangerous, penalize for unnecessary force/illegal hold.

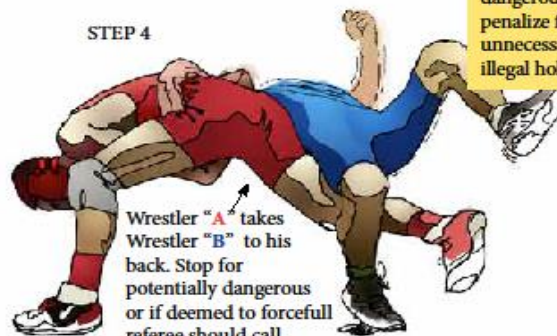
STEP 3

Does not grab chin



Wrestler "A" blocks Wrestler "B"’s knee and hips across. **Note:** If Wrestler "A" grabs Wrestler "B"’s chin, illegal neck wrench.

STEP 4



Wrestler "A" takes Wrestler "B" to his back. **Stop for potentially dangerous** or if deemed to be forceful referee should call unnecessary force, penalize accordingly.





Technical Violation (locking hands)

Locked Hands



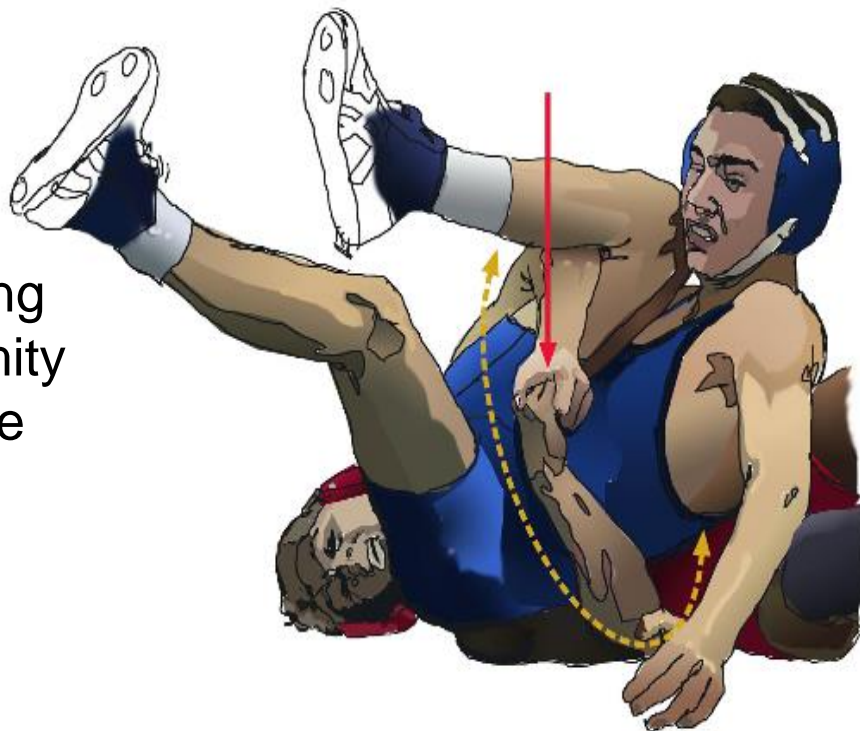
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TECHNICAL VIOLATION (LOCKING HANDS)

Locked Hands

It is still clasping
with any extremity
included in the
clasp





TECHICAL VIOLATION (LOCKING HANDS)

West Point Cradle



Technical violation





RULE 7-2-1 & 5-20

Potentially Dangerous Holds

Anticipate dangers of holds

Verbally caution w/o interrupting action

Be in position to stop





POTENTIALLY DANGEROUS - ILLEGAL

Neck Wrench

It is illegal when the head is twisted on its axis, by rotating the chin. If the chin is grasped by the hand as shown the hold is potentially dangerous. Once the head is twisted, the maneuver becomes illegal.



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ILLEGAL

Neck Wrench



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RULE 7-2-2 & 5-20

Potentially Dangerous Holds

Double wristlock

Split scissors

Guillotine - arm forced endangering wrestler

Chicken wing

Toe holds

All headlocks





RULE 7-1 & 5-14

Illegal Holds



Slam...

Lifting & returning with unnecessary force
(Unnecessary roughness easier call)

Suplay & straight back salto

Intentional drill or forceful fall back

Pulling back 1, 2, or 3 fingers or a thumb





RULE 7-1 & 5-14

Illegal Holds



Chicken Wing

Hammer Lock (above 90°)

Twisting Hammer Lock

Front ¼ Nelson with Chin

Side ¾ Choke

Evergreen Headlock

Banana Splits





RULE 7-1 & 5-14

Illegal Holds



Keylock & Cutback

Any Flip; front, back or over the top

Over scissors

Twisting Knee

Double Armbar from Front (with head trapped)

Double-knee kick back





RULE 7-1 & 5-14

Illegal Holds



Figure-4 around body, head or both legs
It is illegal whenever applied by either wrestler.

It is not necessary that the wrestlers be in a controlled position for the Figure-4 to be a violation.



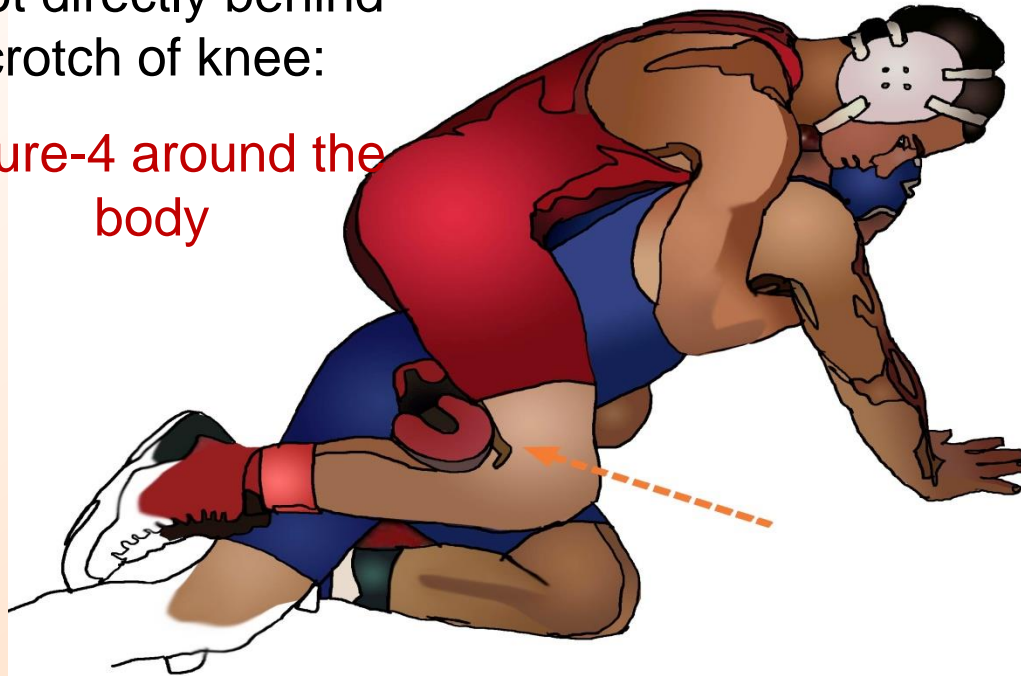


ILLEGAL

Illegal Holds

Foot directly behind
crotch of knee:

Figure-4 around the
body





ILLEGAL

Illegal Holds

Heel trap ~ Knee fig. 4

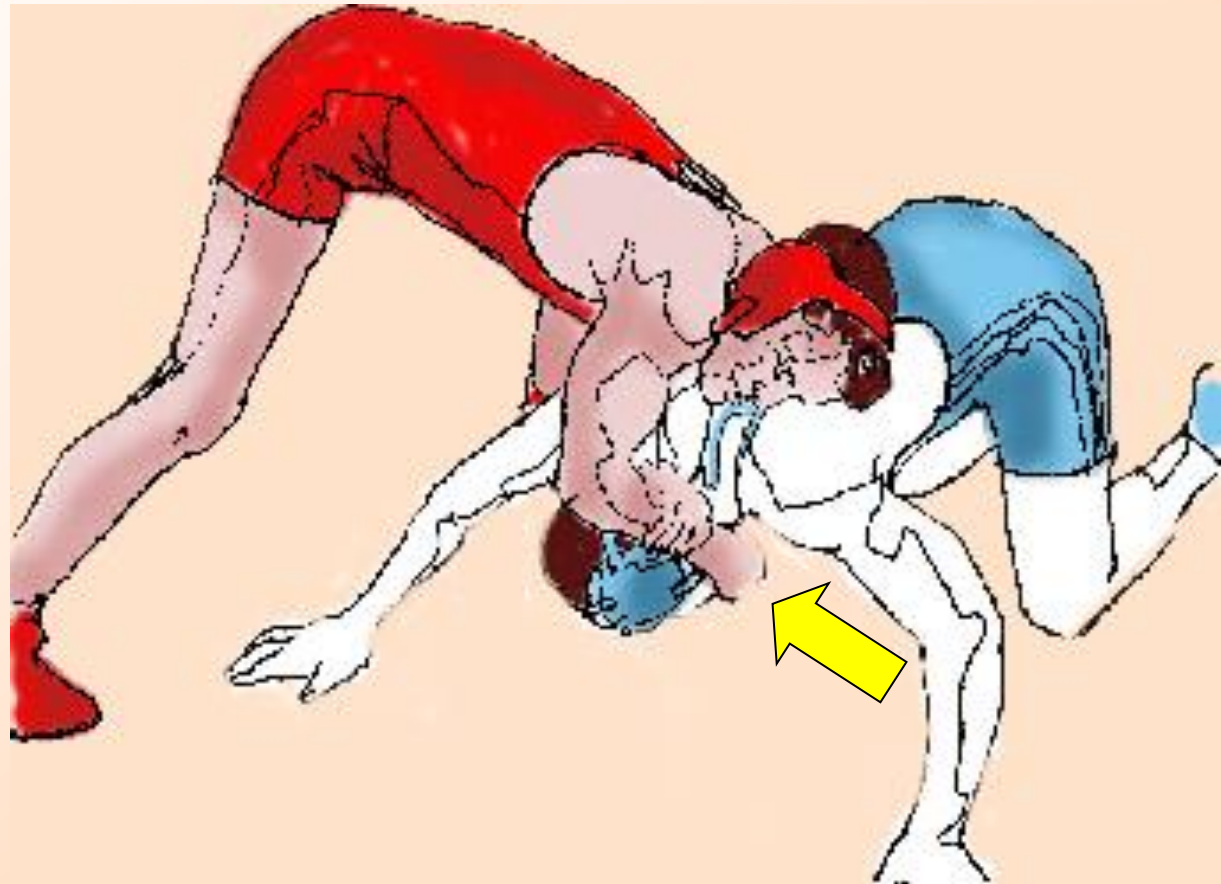
Is illegal due to the pressure and stress to the knee, hip and lower back





ILLEGAL

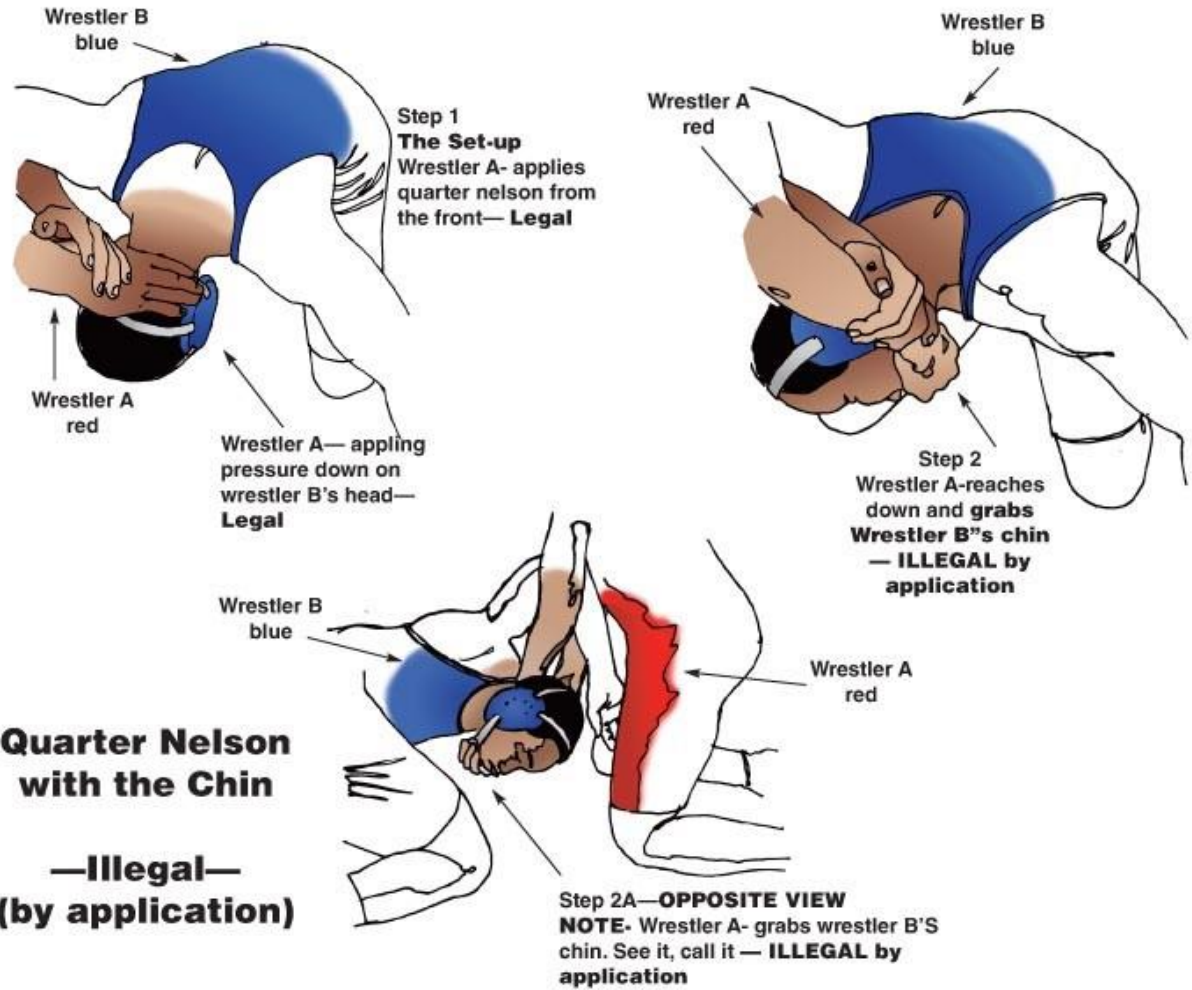
Quarter Nelson w/ Chin





ILLEGAL

Quarter Nelson w/ Chin



Quarter Nelson with the Chin

—Illegal— (by application)





ILLEGAL

Leg Block/broom stick

Leg block / broom stick / cut back

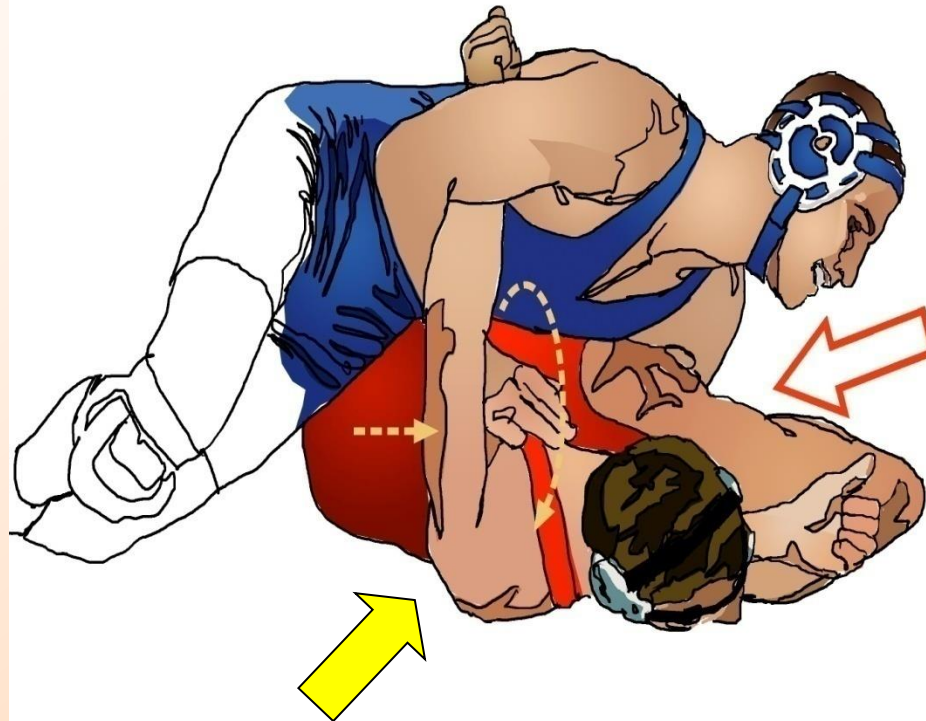


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ILLEGAL

Chicken Wing



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ILLEGAL

Twisting Hammer Lock



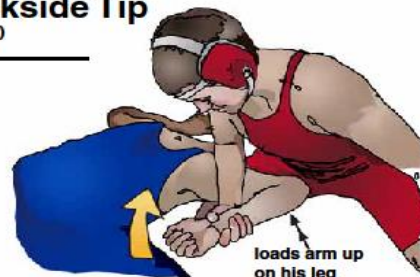
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ILLEGAL

Twisting Hammer Lock

Blair Backside Tip (Twisting Hammer)



Set-up 1A. Wrestler (a) pulls arm out from under wrestler (b), loads up on his leg.

loads arm up on his leg

1b. Wrestler (a) reaches across to apply a backside half nelson to wrestler (b)

Stop here as **Potentially Dangerous**—before arm (b) moves up and away from back, (and/or the plain of the back)



CONCERN! If official is in front as shown, he will most likely miss, the moment that this is Potentially Dangerous and/or an Illegal Hold. Adjust position to see the belly side of wrestler (a).

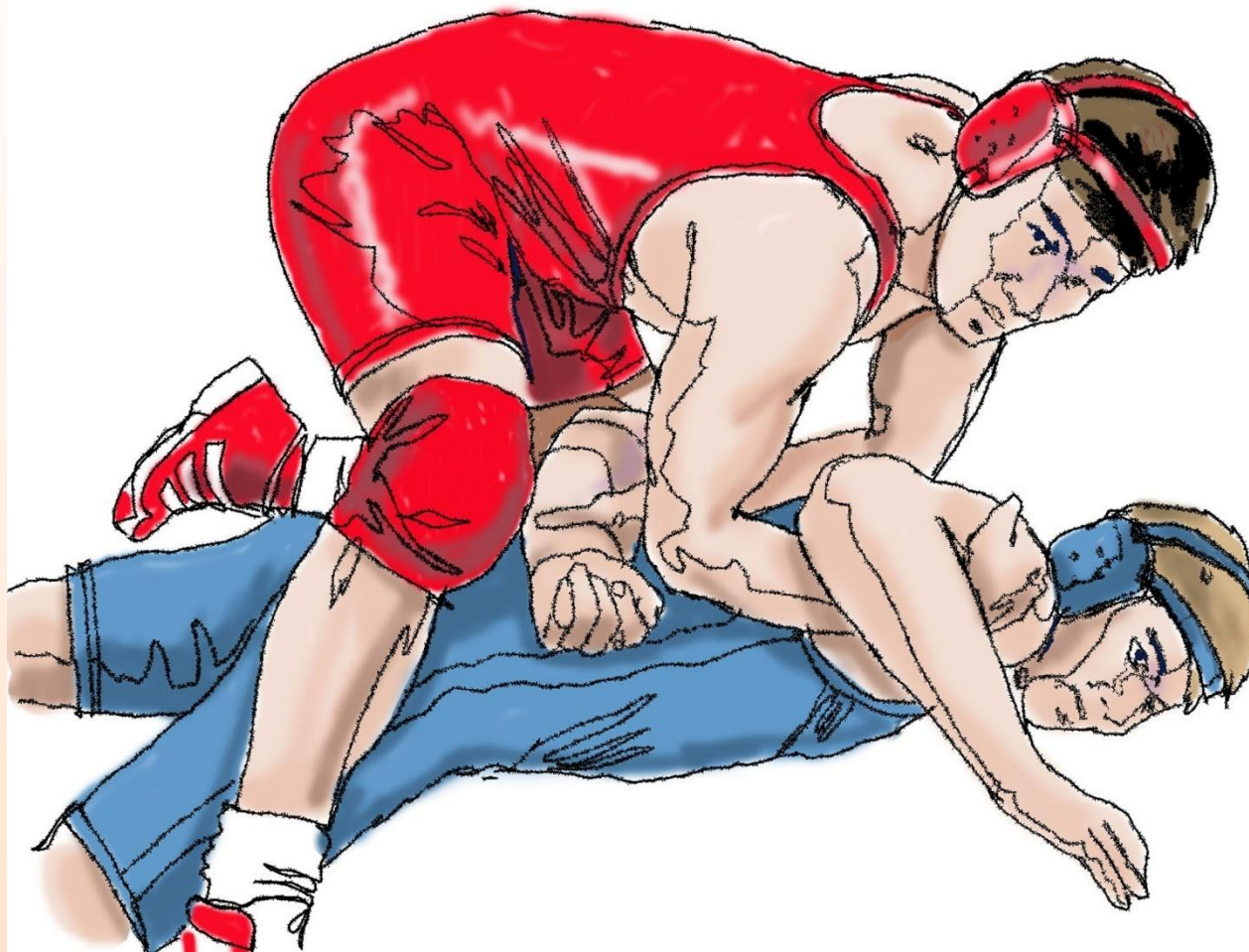
with wrestler (b)'s arm on leg of (a) and his arm being held in place, wrestler (a) reaches across and backside-halfs (b), the captured arm of (b) will move up and away from his back, making it **illegal**.





ILLEGAL

Blair Tilt



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ILLEGAL

Front Double Arm Bar

The head is blocked
under the chest

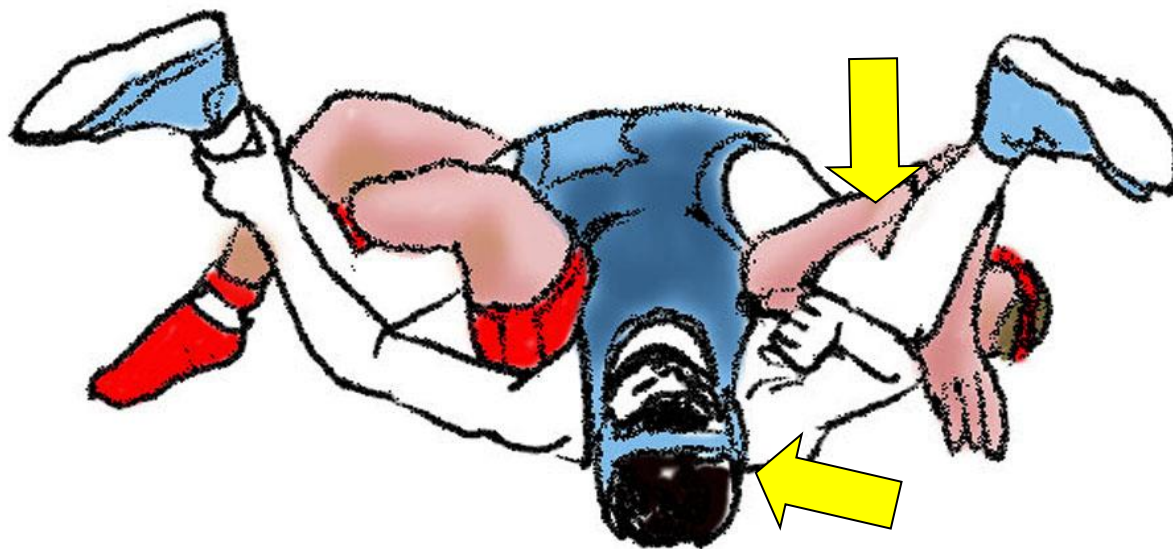


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Banana Splits



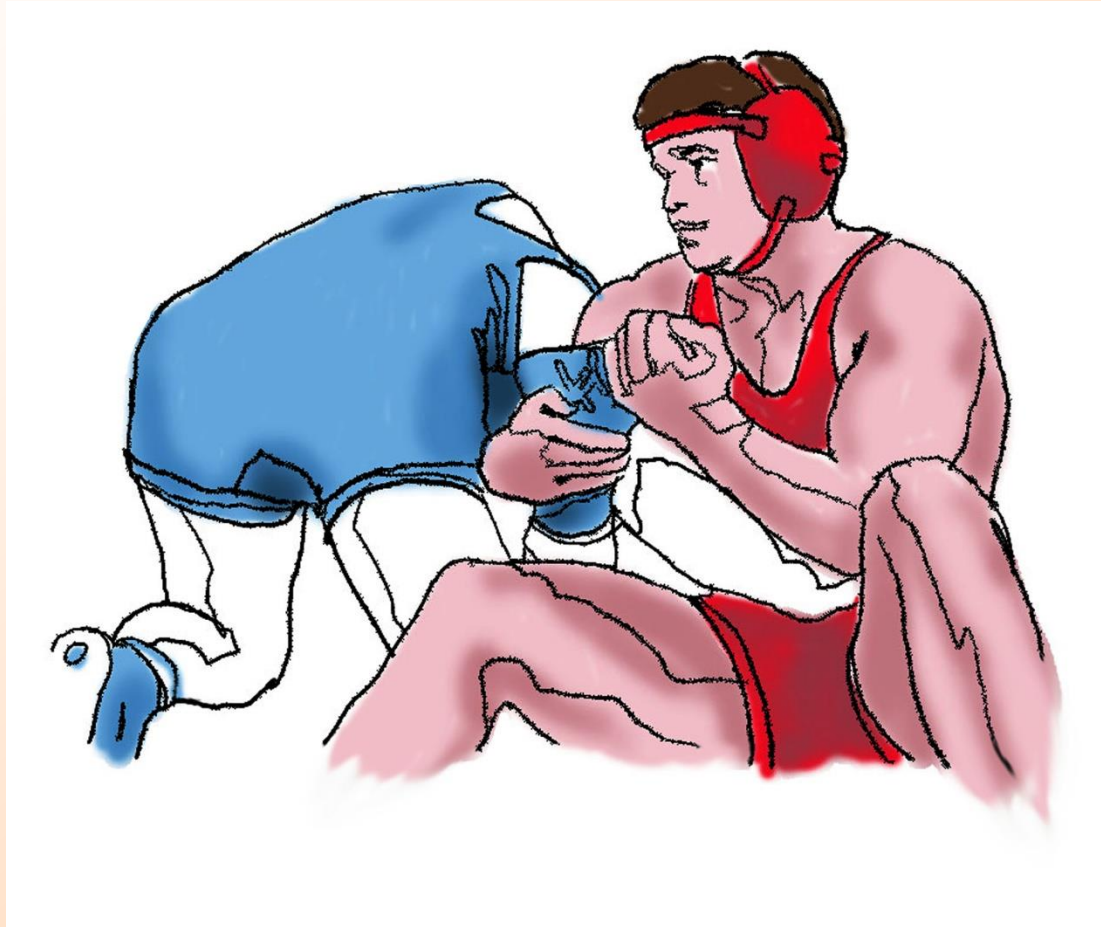
One knee must come toward the ear guard





ILLEGAL

Twisting Knee

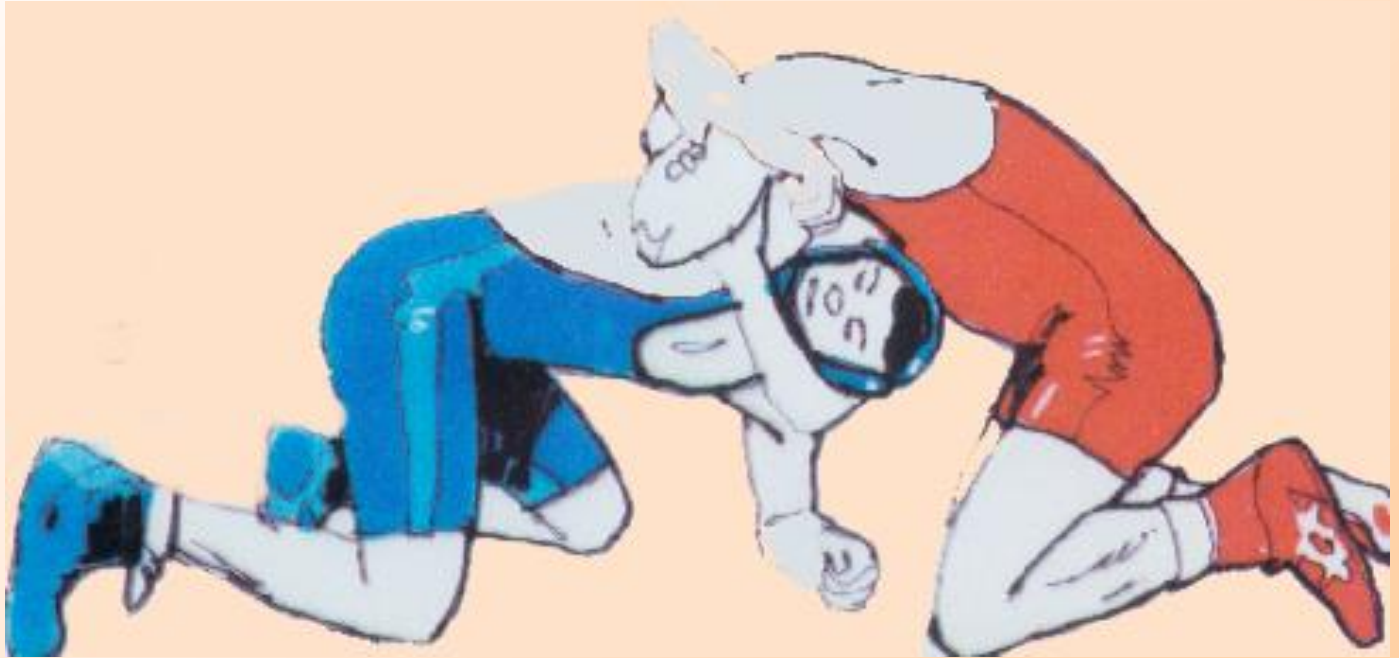


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ILLEGAL

Evergreen

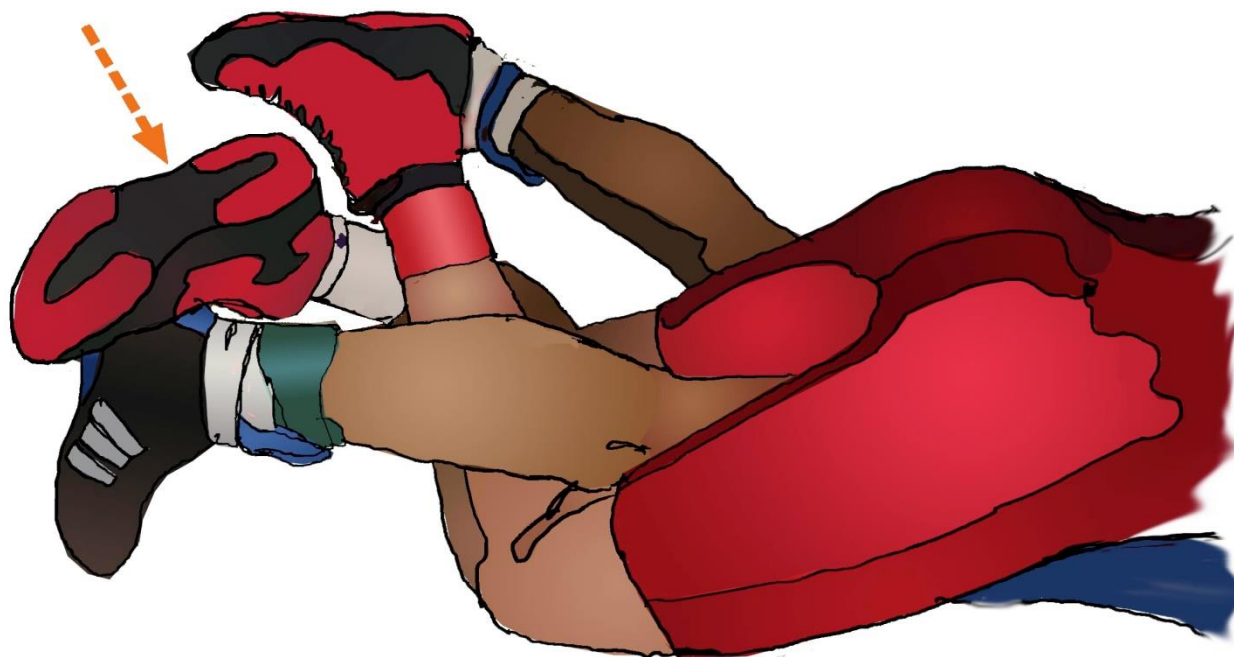




ILLEGAL

Over-scissors

Do not wait for pressure to be applied ...
stop for potentially dangerous



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ILLEGAL

Figure 4 on both legs





LEGAL

Figure 4 on one leg

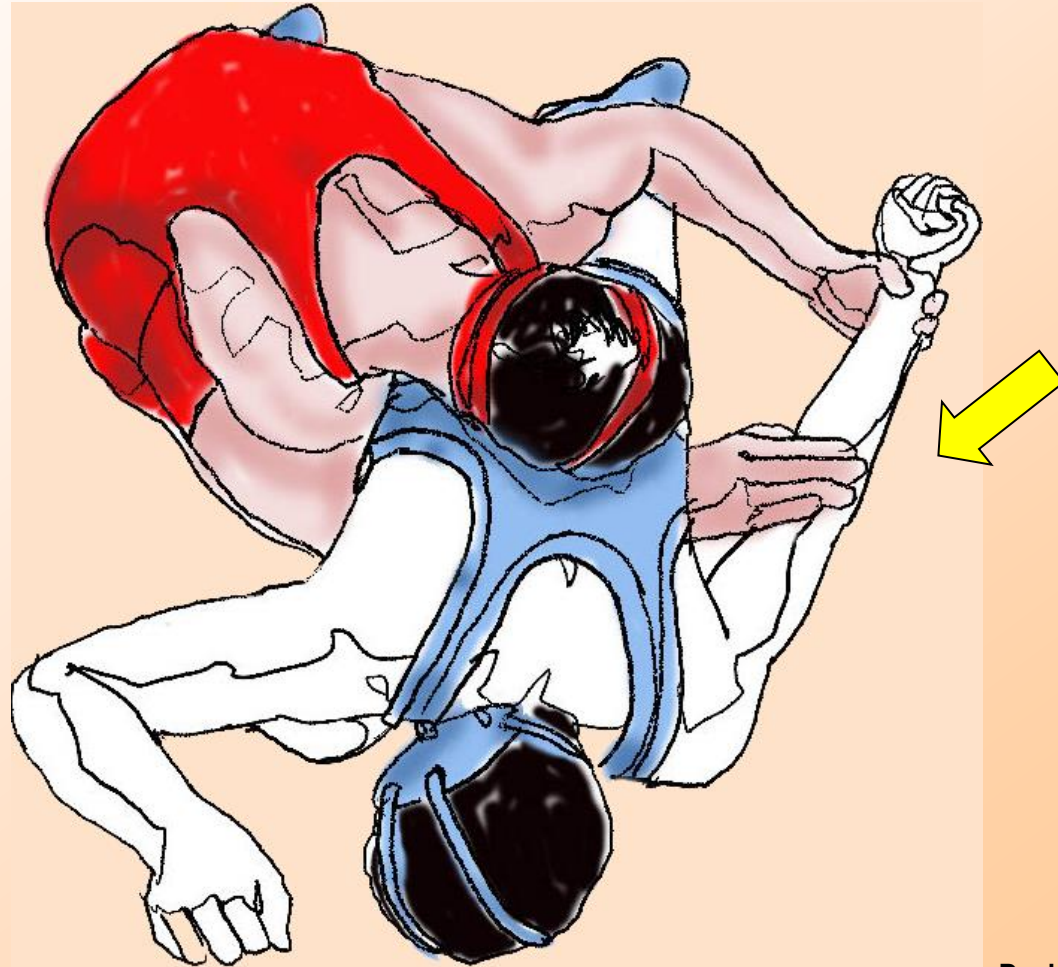


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ILLEGAL

Corkscrew



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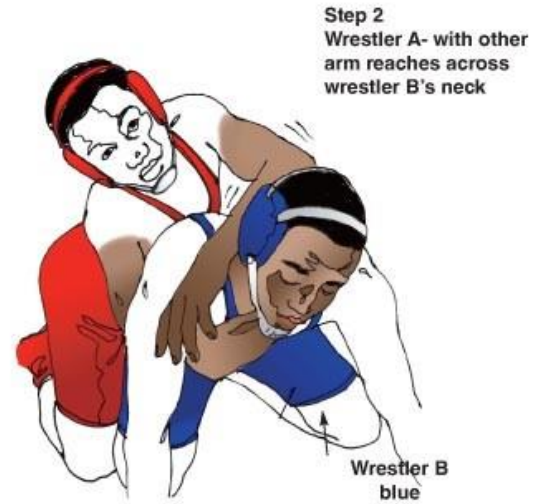


ILLEGAL

Triangle Choke



**Step 1
The Set-up**
Wrestler A- reaches
under neck and grabs
trap muscle—Legal



Step 2
Wrestler A- with other
arm reaches across
wrestler B's neck



Step 3—The Finish
Wrestler A- grabs his own wrist/arm with
pressure against both sides of the neck,
pulls wrestler B back toward him

Illegal

Pressure can cause extreme pain
to neck — and black out —
Pressure against the carotid artery

Illegal Triangle

Hold **not** shown in Rule book,
hold being used frequently



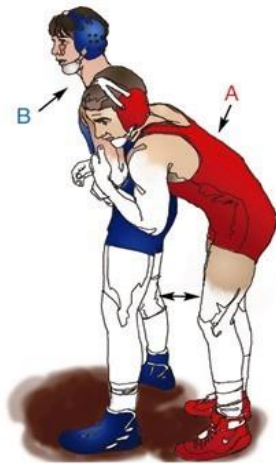


ILLEGAL

Double-knee kick back

DOUBLE KNEE KICK BACK—ILLEGAL BY APPLICATION

STEP 1. SET-UP



Offensive wrestler (A) creates space to jump up with both knees or feet behind the knees of the standing defensive wrestler (B)

STEP 2. APPLICATION—ILLEGAL

Blow whistle as soon as **Step 2** occurs. Try and prevent injury, (however) it is still an illegal hold, and should be penalized immediately.

ILLEGAL



Wrestler B could sustain injury to knee or ankle due to force and weight of wrestler A.

(Note) the position the offensive wrestler A has achieved).

STEP 3. FINISH



(Note) The rocking back over the ankles can cause injury.

(REMEMBER) No near fall points can be earned if wrestler A takes wrestler B to a tilting position.

POINTS CANNOT BE EARNED BY WRESTLER A WHEN RESULT OF ILLEGAL HOLD.

WRESTLER A (RED)

WRESTLER B (BLUE)





ILLEGAL

Side $\frac{3}{4}$ Choke - Kolat

The KOLAT (SIDE $\frac{3}{4}$ NELSON CHOKE- HOLD)

SET-UP—MOVE IN
AND DROP LEVEL



Wrestler "A" on whistle,
drops down, hand
over the head and under
the armpit
of Wrestler "B"

Rule 7-2-2f
7-2-4
Potentially Dangerous

Rule 7-1-5g
7-1-5u
Illegal



Head official should move in and drop
his level and say "keep it legal"

stop for Potentially Dangerous



Wrestler "A" pulls Wrestler "B"'s
head down and toward the knee.
Stop immediately, for ILLEGAL
and penalize accordingly.





ILLEGAL

Nelson-Cradle

